

FIG. 1  
PRIOR ART

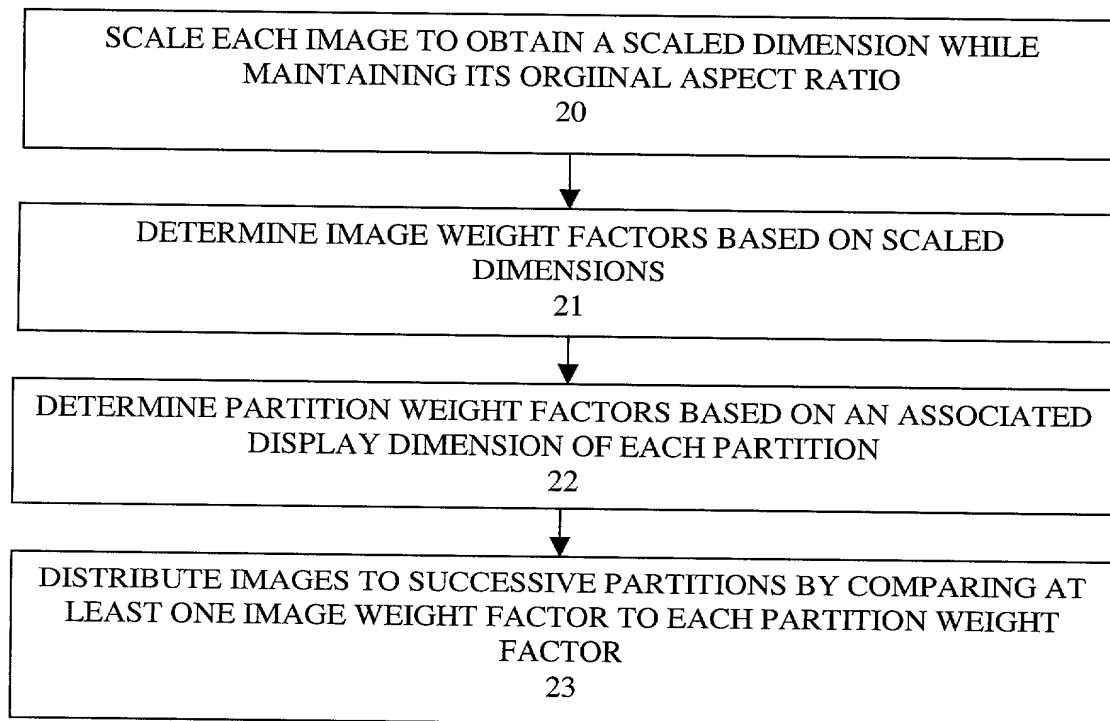


FIG. 2A

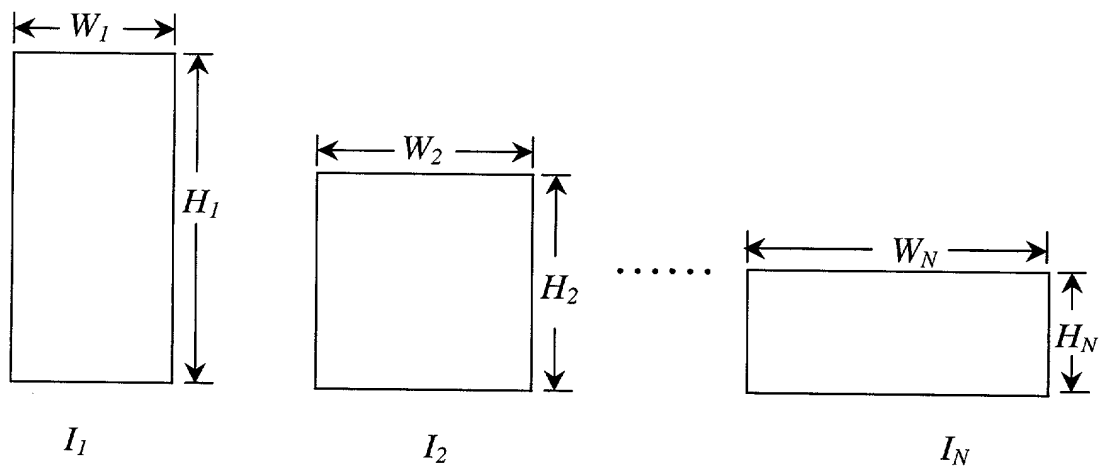


FIG. 2B

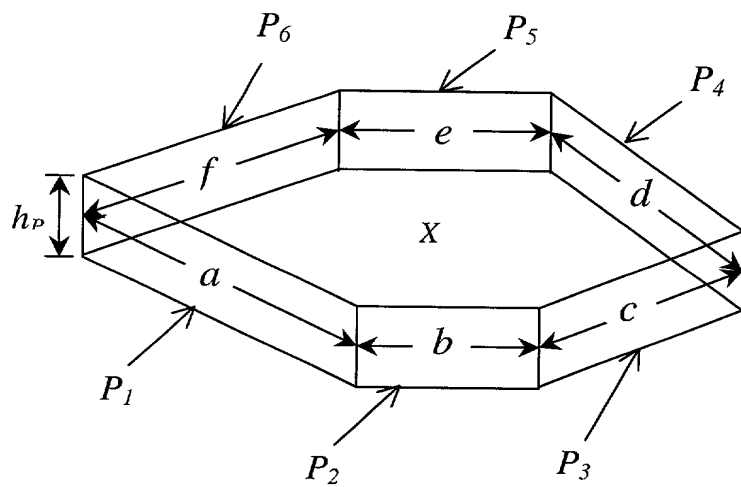


FIG. 2C

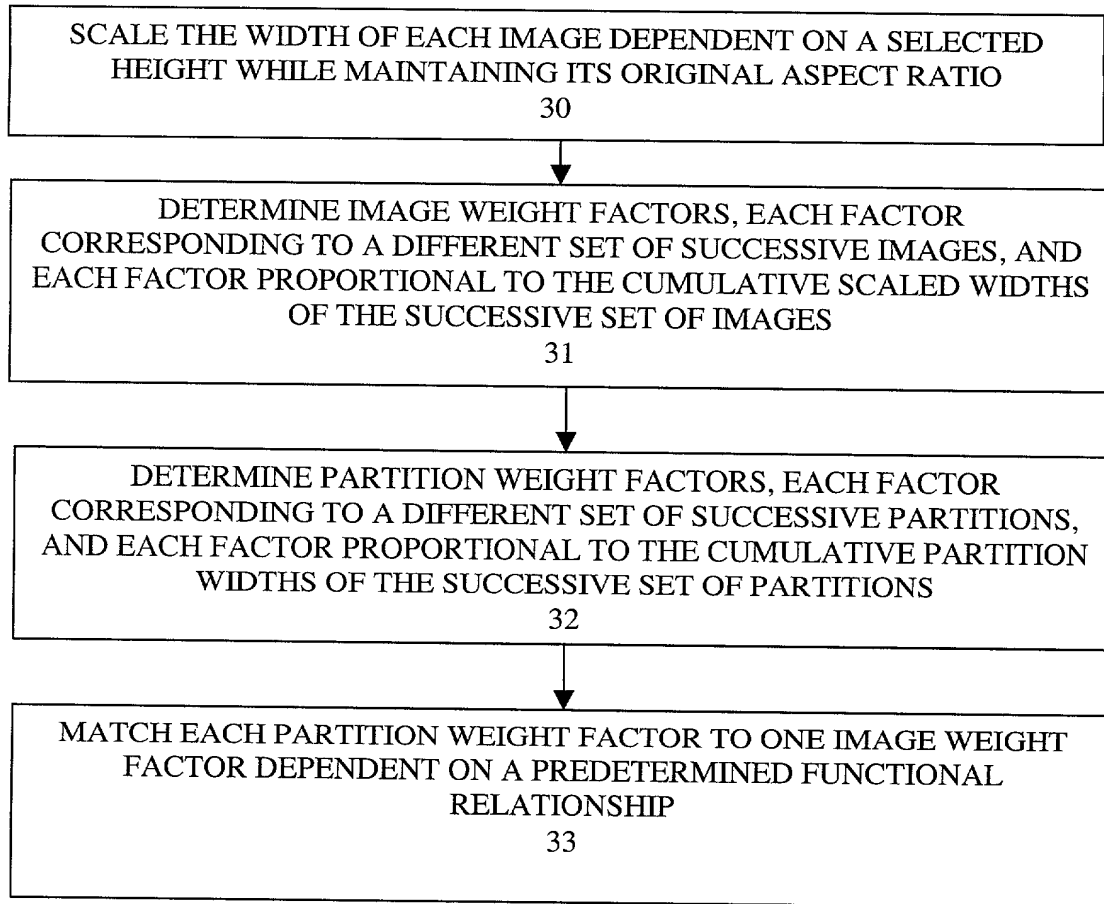


FIG. 3

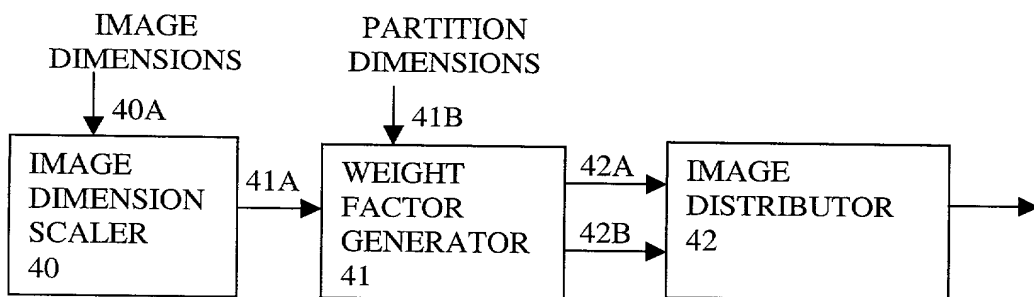


FIG. 4

REPRESENT A DATABASE OF OBJECTS WITH A HIERARCHICAL TREE  
DERIVED FROM OBJECT METADATA

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PRE-ASSIGN A PREDETERMINED PARENT NODE AN AREA  
CORRESPONDING TO AN UNDIVIDED THREE-DIMENSIONAL  
GRAPHICAL ENVIRONMENT

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STARTING WITH THE PREDETERMINED NODE, FOR EACH AREA  
CORRESPONDING TO EACH PARENT NODE HAVING AT LEAST TWO  
ASSOCIATED CHILD NODES, RECURSIVELY PARTITION THE AREA INTO  
A PLURALITY OF AREAS CORRESPONDING TO EACH OF THE  
ASSOCIATED CHILD NODES SUCH THAT THE AREAS ARE  
PROPORTIONAL TO CHILD NODE WEIGHTS

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DISTRIBUTE REPRESENTATIVE IMAGES OF DATA OBJECTS GROUPED  
DEPENDENT ON THE OBJECT METADATA WITHIN EACH PARTITIONED  
AREA ACCORDING TO FIGS. 2A OR 3

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FIG. 5A

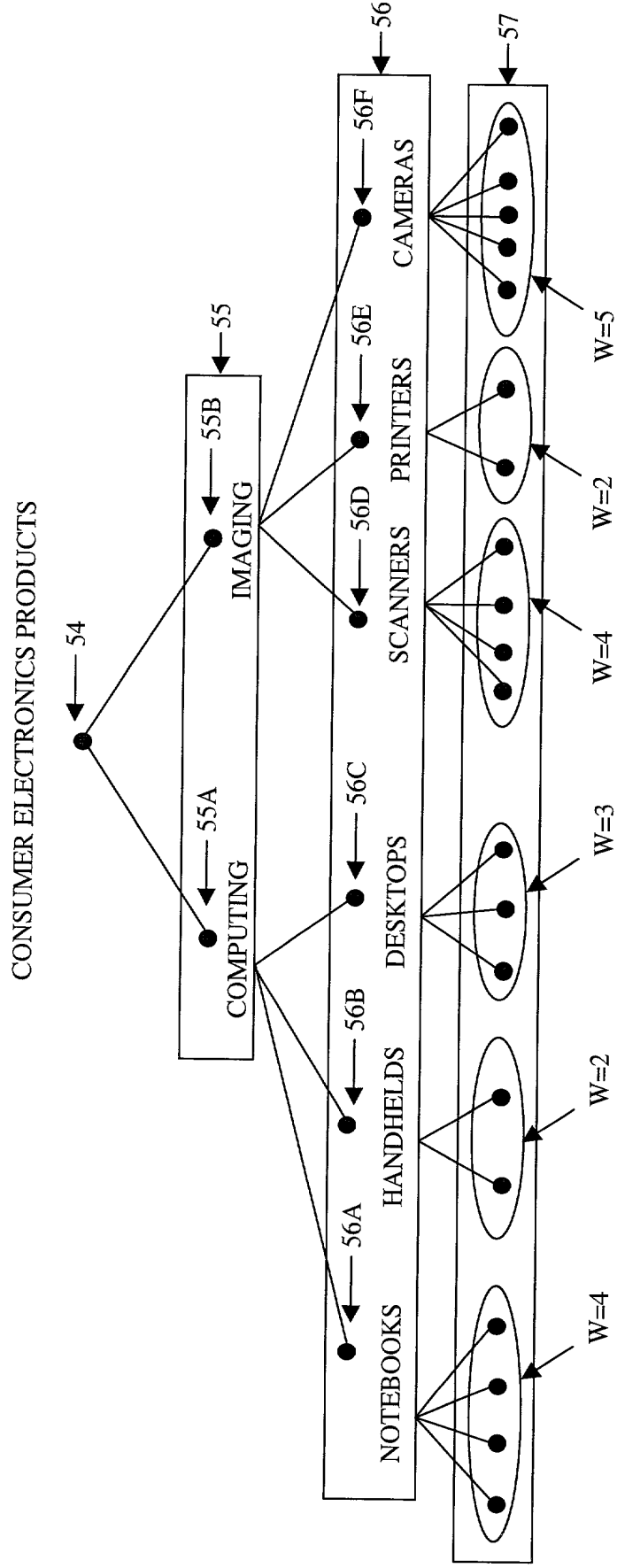


FIG. 5B

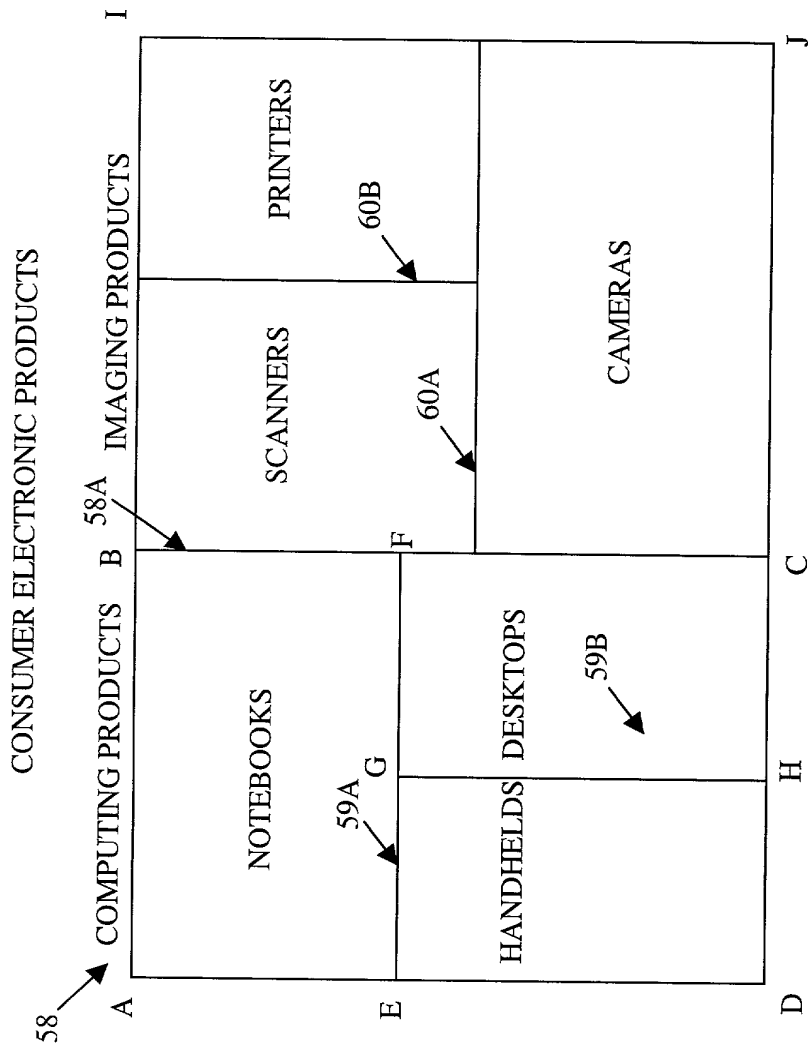


FIG. 5C